KEYMANDER

Controller Emulator for use with Game Consoles

User Manual

www.IOGEAR.com

FCC Information

Federal Communication Commission Interference Statement: This equipment has been tested and found to comply with the limits for a Class B digital service, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. Any changes or modifications made to this equipment may void the user's authority to operate this equipment. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

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- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

RoHS

This product is RoHS compliant.

User Information

Online Registration

Be sure to register your product at our online support center:

International	https://www.iogear.com/registration/index.php

Technical Support

For technical support, please follow the provided:

http://iogear.custhelp.com

User Notice

All information, documentation, and specifications contained in this manual are subject to change without prior notification by the manufacturer. The manufacturer makes no representations or warranties, either expressed or implied, with respect to the contents hereof and specifically disclaims any warranties as to merchantability or fitness for any particular purpose. Any of the manufacturer's software described in this manual is sold or licensed as is. Should the programs prove defective following their purchase, the buyer (and not the manufacturer, its distributor, or its dealer), assumes the entire cost of all necessary servicing, repair and any incidental or consequential damages resulting from any defect in the software.

The manufacturer of this system is not responsible for any radio and/or TV interference caused by unauthorized modifications to this device. It is the responsibility of the user to correct such interference.

The manufacturer is not responsible for any damage incurred in the operation of this system if the correct operational voltage setting was not selected prior to operation. PLEASE VERIFY THAT THE VOLTAGE SETTING IS CORRECT BEFORE USE.

Package Contents

Package

KeyMander Package Contents:

- 1 x KeyMander Controller Emulator for Game Consoles
- 2 x USB A to USB B Mini Cables
- 1 x KeyMander Software Installation CD
- 1 x Quick Start Guide
- 1 x Warranty Card

Check to make sure that all the components are present and that nothing got damaged in shipping. If you encounter a problem, contact your dealer.

Read this manual thoroughly and follow the installation and operation procedures carefully to prevent any damage to the unit, and/or any of the devices connected to it.

***** Features may have been added to the KeyMander since this manual was published. Please visit our website to download the most up-to-date version.

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About this Manual

This User Manual is provided to help you get the most from your system. It covers all aspects of installation, configuration and operation. An overview of the information found in the manual is provided below.

Chapter 1: *Introduction*, introduces you to the KeyMander. Its purpose, features, benefits, and requirements are presented, and its front and back panel components are described.

Chapter 2: *Setup*, describes how to set up your KeyMander. The necessary steps for configuring the mouse settings and hardware setup are provided.

Chapter 3: *Basic Operation*, describes how to use the keyboard, mouse, and PS3/Xbox game controller with your KeyMander device.

Chapter 4: *KeyMander Software*, explains the how to use the KeyMander software, as well as how to create Groups and Configuration Profiles.

Appendix: provides specifications, troubleshooting, and other technical information regarding the KeyMander.

Conventions

This manual uses the following conventions:

Mono Spaced	Indicates text that you should key in.
[ ]	Indicates keys you should press. For example, [Enter] means to press the **Enter** key. If keys need to be chorded, they appear together in the same bracket with a plus sign between them: [Ctrl+Alt].
1.	Numbered lists represent procedures with sequential steps.
→	Indicates selecting the option (on a menu or dialog box, for example), that comes next. For example, Start ⟶ Run means to open the *Start* menu, and then select *Run*.

Product Information

For information about all IOGEAR products and how they can help you connect without limits, visit IOGEAR on the Web or contact an IOGEAR Authorized Reseller. Visit IOGEAR on the Web for a list of locations and telephone numbers:

International	www.IOGEAR.com
North America	www.IOGEAR.com

Chapter 1
Introduction

Overview

The KeyMander is a USB Controller Emulator that allows you to use a keyboard and mouse with a PS3/Xbox game console. The KeyMander can be connected to your PS3/Xbox and used straight out of the box. The KeyMander has an easy to use software interface that allows you to customize all game controller buttons for use on a keyboard and mouse. Advanced features allow you to custom map keys, create macros, set turbo buttons, and calibrate controller sensitivity; with settings for delay, movement, and velocity. Quick macro setup allows up to 16 button combinations - set to one key.

Easy setup- simply click the *on-screen* controller button, press a key to use and its set for use on the keyboard. The KeyMander allows you to map, set controller sensitivity and switches profiles directly from the keyboard, and alerts you with a beep.

With the KeyMander you can create an unlimited number of keyboard and mouse configuration profiles - each suited for specific game play. Profiles can be switched and configured during game play for quick access. The KeyMander gives gamers the ability to customize and fine tune all controls for the expert advantage with every game.

The KeyMander allows you to:

- Use a keyboard and mouse on a PS3 and Xbox game consoles
- Customize all Controller commands for use on a keyboard and mouse
- Create custom keyboard/mouse profiles for different games
- Quickly setup controller buttons on-screen or in-hand
- Simultaneously use a keyboard, mouse, and PS3/Xbox controller
- Map controls directly from the keyboard and controller
- Plug and Play - no software required

Features

- Controller Emulation transforms keyboard and mouse signals into game controller signals for keyboard and mouse use on a PS3 and Xbox game consoles
- Easy Controller to keyboard key mapping and advanced configuration via GUI based software
- Macro editor allows for detailed configuration and command sequence control of a Controllers controller buttons
    - Macros can combine up to 16 controller commands into a single key
- Supports direct configuration and control from a laptop's keyboard
- Hot Swap between the PS3/Xbox controller and keyboard/mouse instantly
- Controller and Keyboard mode allow you to instantly switch between typing and gameplay
- Self-Powered – No need to use an additional power supply while connected to a game console
- KeyMander software supports: Windows® XP, Vista, 7, 8/8.1 Operating Systems

Requirements

Game Console / Controller

PS3 or Xbox 360/Xbox One Console
Wired Game Controller

Keyboard and Mouse

USB Keyboard
USB Mouse

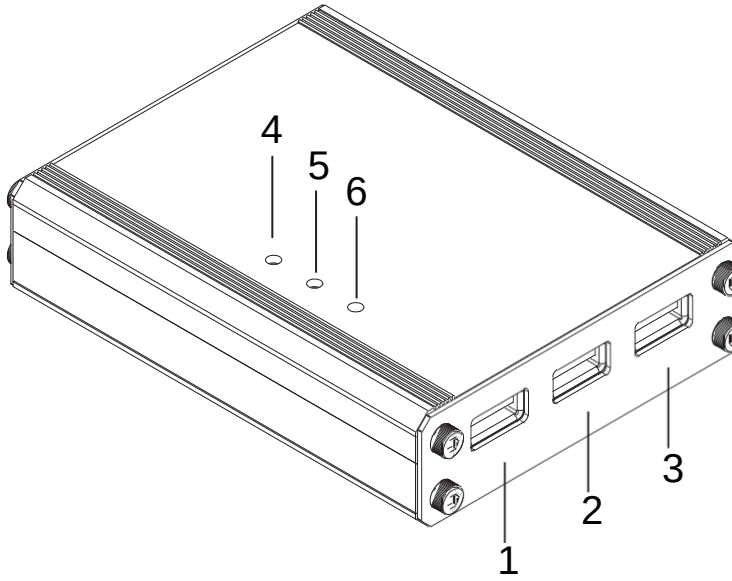
Operating Systems

Supported operating systems for the KeyMander software GUI, are shown in the table, below:

OS	Version
Windows	XP, Vista, 7, 8/8.1

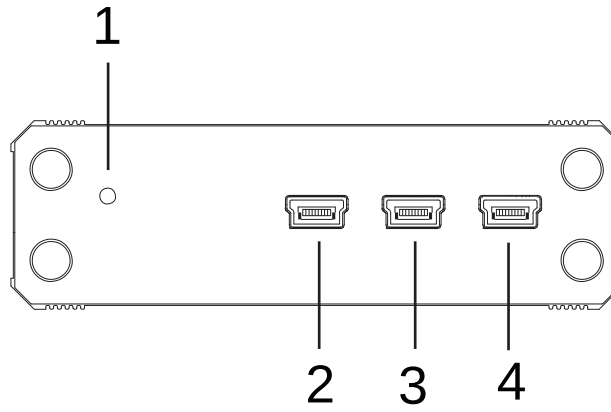
Components

Front View



No.	Component	Description
1	Controller Port	Plug the PS3/Xbox game controller into this port.
2	Keyboard Port	Plug a USB keyboard into this port.
3	Mouse Port	Plug a USB mouse into this port.
4	Turbo/KB Mode LED	Lights Orange when Turbo Mode is on. Flashes Orange when Keyboard Mode is on.
5	Setting LED	Lights Blue to indicate the KeyMander software is connected to the KeyMander. Flashes (**fast**) Blue when uploading a profile from a computer to the KeyMander. Flashes (**slow**) Blue when Direct Mapping mode is on.
6	Power LED	Lights Blue when the Game Port or Power Port is connected to a power source indicating the unit is on.

Rear View



No.	Component	Description
1	Reset	This switch resets the device. Press and release to reset the KeyMander.
2	Game Port	The Game Port is used to connect the KeyMander to a PS3 or Xbox game console. This port also provides power to the unit when connected to a game console.
3	PC Port	Use the PC port to connect the KeyMander to a computer. This connection is used to configure the KeyMander with the KeyMander software, or connecting a laptop for game play. **Note:** The PC Port does not power the unit.
4	Power Port	This port provides power to the unit. You must use this port for power when connected to a computer; or if you are using an advanced keyboard that requires additional power during gameplay. Use a mini USB to USB cable to connect this port to a 5V power source.

Chapter 2
Setup

Getting Started

To begin using the KeyMander with your PS3/Xbox requires two steps:

1. Connecting Hardware
2. Configuring Mouse Settings

Connecting Hardware

To connect the KeyMander for gameplay follow steps 1-5.
Use steps 6-8 for connecting the KeyMander to a computer to use the KeyMander software. Instructions for laptop use are found on page 8.

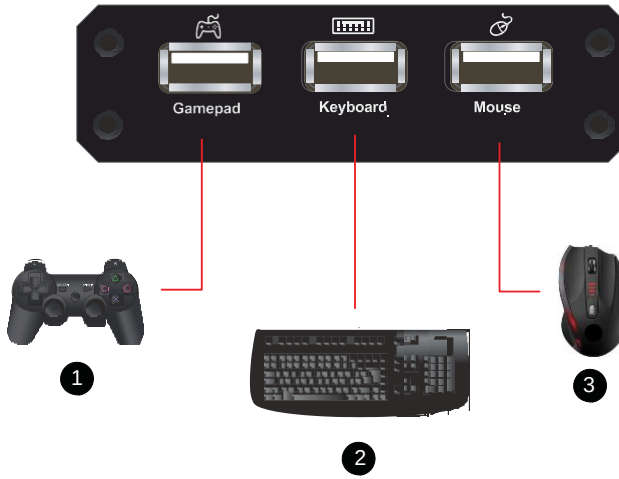
Use the diagram on the next page and do the following:

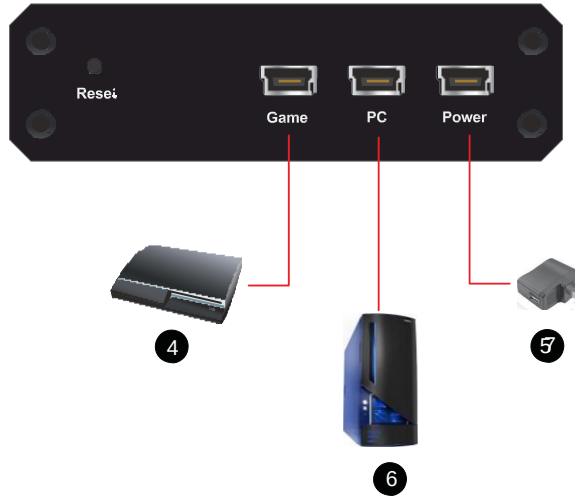
1. Connect a PS3/Xbox controller to the **Controller Port**.
2. Connect a USB keyboard to the **Keyboard Port**.
3. Connect a USB mouse to the **Mouse Port**.
4. Use the Mini USB to USB cable included with this package to connect the **Game Port** to the PS3/Xbox's controller port #1.
5. Power on the PS3/Xbox console. The unit is ready for use.

   Steps 6-8 are to connect the KeyMander to a computer to use the KeyMander software, and for advanced keyboards that require additional power.

6. Use the Mini USB to USB cable included with this package to connect the **PC Port*** to a computer.
7. Use a Mini USB to USB cable (not included) to connect the **Power Port*** to a computer, or 5V USB power source.
8. See *KeyMander* Software, page 19 for software instructions.

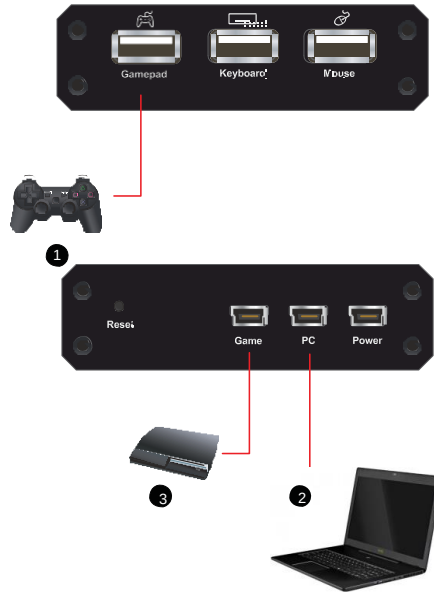
*** Note:** The **PC Port** and **Power Port** must be connected to the PC to power the KeyMander to use the KeyMander software.


Gamepad
Keyboard
Mouse
1
2
3


Reset
Game
PC
Power
4
5
6

Laptop Setup

You can connect the KeyMander to a laptop for gameplay and switch keyboard use between the PS3/Xbox and laptop. A laptop also allows you to configure the using the KeyMander software and quickly switch back to gameplay. Use the diagram and steps below to connect a laptop:



1. Connect a PS3/Xbox controller to the **Controller Port**.
2. Use the Mini USB to USB cable included with this package, to connect the **PC Port** to a laptop.
3. Use the Mini USB to USB cable included with this package to connect the **Game Port** to the PS3/Xbox's controller port #1.
4. Power on all devices.
5. Press **[F12]** to enable Play Mode (See *Play Mode*, page 18).

Note: You can use the laptop's touchpad or a USB mouse connected to the laptop or KeyMander for gameplay.

Mouse Settings

If you are using a mouse with software such as Setpoint (*Logitech)*, you will need to adjust the DPI (Dots-per-inch) and Report Rate settings for better gameplay. This can only be done with the software utility that came with the mouse.

DPI

If your mouse came with software - use the utility to set the mouse DPI to the highest possible setting. This will allow you to have a greater range of mouse sensitivity when adjusting the controls with the KeyMander software.

If there is an adjustable DPI button on your mouse, be sure to set the maximum DPI setting (using the DPI button) every time it's plugged into the KeyMander.

Report Rate

The report rate sets how often the computer requests the current position and button values of the mouse. Use the software utility that came with your mouse to set the report rate to its highest setting. The report rate is typically 125~1000. You can start with the highest setting and adjust accordingly to what feels best when using your mouse on the PS3/Xbox game console with the KeyMander.

Note: Check each game's "Look Sensitivity" settings to ensure it is set to the maximum level to get the greatest range of adjustment with the KeyMander.

Chapter 3
Basic Operation

Overview

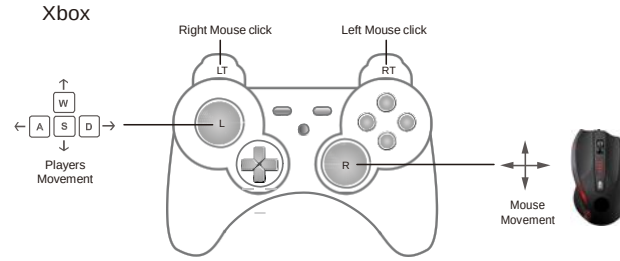
This chapter explains how to use a keyboard and mouse for gameplay on the PS3/Xbox and how to configure basic modes from the keyboard and controller. For information on mapping, profiles, and advanced settings, see Chapter 4.

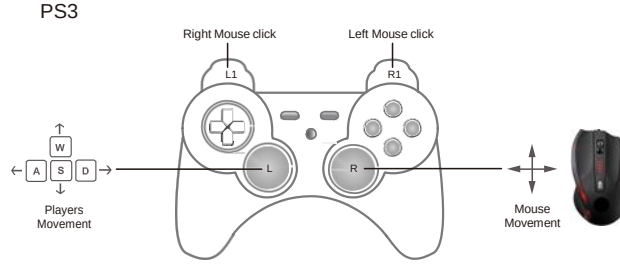
Basic Operation

This section explains how to use the keyboard and mouse on the PS3/Xbox game console. Once the hardware is connected, the keyboard, mouse, and game controller will work on the PS3/Xbox. Here is how the game controller is mapped to your mouse and keyboard for use:

Mouse Map

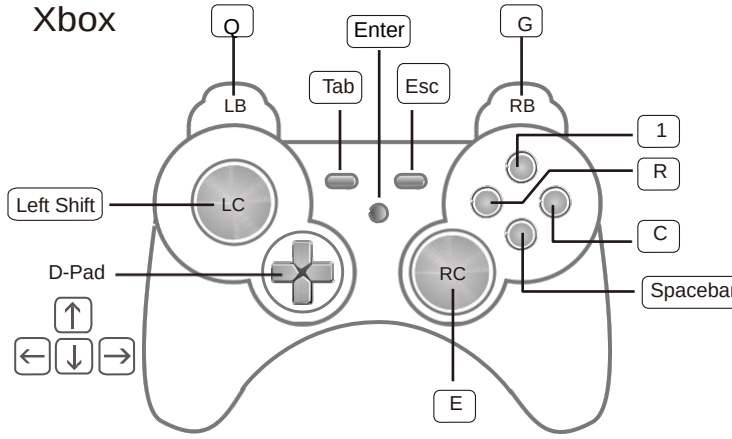
The mouse is used for vertical (up/down) and horizontal (right/left) movements, just like the PS3/Xbox **Right Stick** control, as shown below.

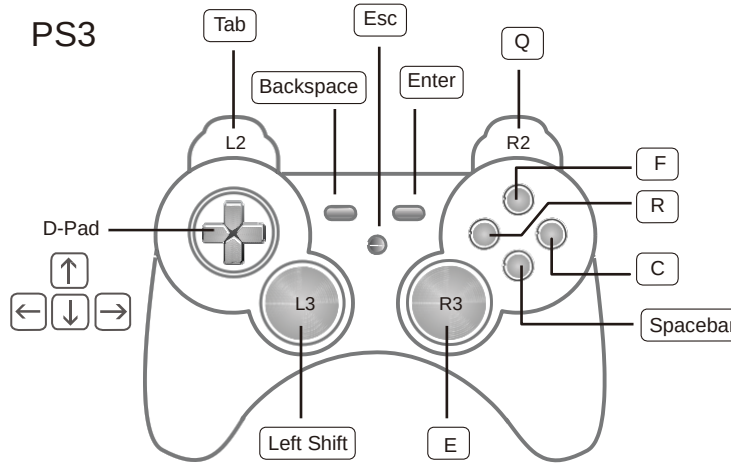




Keyboard Map

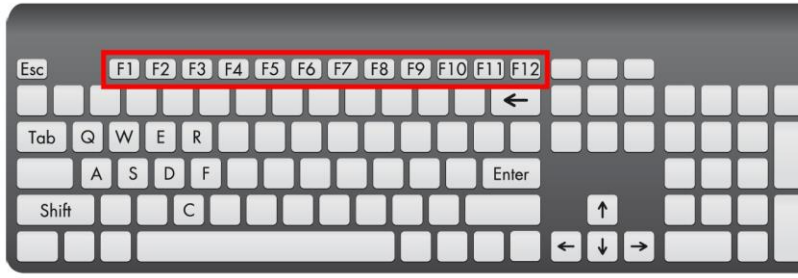
The PS3/Xbox controller buttons and directional pads are mapped to the keyboard, as shown below.





Function Keys

The function keys on the keyboard and the game controller are used to enable *modes*, *switch profiles*, and *map keys* - without the KeyMander software. Below is a table explaining each function key and the page where more information about the key is found.



Hotkey	Function	Description	Page
[F1] ~ [F8]	Switch Profile	Switches to a Profile in the *Group in Use* - according to the *Profile Selection Hotkey* assigned to the profile. [F1]: Default PS3 Profile [F2]: Default Xbox Profile	17
[F9]	Keyboard / Controller Mode	Toggles between Keyboard and Controller Mode. **Keyboard Mode:** Allows you to type text during gameplay. **Controller Mode:** Allows you to use the keyboard as a game controller on the PS3/ Xbox.	17
[F10]	Turbo Mode	Turns **Turbo Mode** on and off. When Turbo mode is on, controller buttons with Turbo settings work. (See *Turbo*, page 41, for details on Turbo settings)	17
[F11]	Macro Mode	Turns **Macro Mode** on and off. When on, Macro keys that are pressed will execute macro commands. (See *Macros*, page 42, for details on Macro settings)	18
[F12]	Play Mode	**Play Mode** allows you to use a laptop's keyboard and touchpad for gameplay.	18

Select + Start (PS3 Controller) or Back + Start (Xbox Controller)	Mouse Sensitivity	This allows you to adjust the Aim/Look and ADS sensitivity of the mouse.	16
Select + Start & PS3 Button or Back + Start & Xbox Guide Button	Direct Mapping Mode	**Direct Mapping** allows you to set controller button to keyboard mappings-directly from the PS3/Xbox game controller and keyboard connected to the KeyMander.	15

Direct Configuration

The KeyMander allows you to configure settings directly from the keyboard and PS3/Xbox controller connected to it. This allows you to map keyboard controls, enable game modes, and adjust mouse sensitivity - without the KeyMander software. Each control is explained in detail starting on the next page.

Beeps

The KeyMander will notify you with beeps when you make changes from your keyboard and PS3/Xbox game controller. This lets you know when settings are changed or when functions are turned on and off.

Single Beep is a positive reply, meaning that a change is successful or that a mode has been turned on.

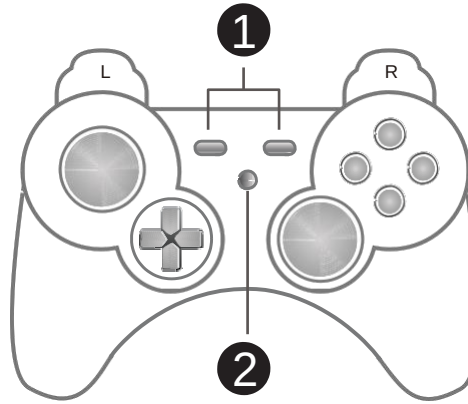
Double Beep is a negative reply, meaning that a setting has reached its limit, a mode was turned off, or a mode was exited.

Direct Mapping Mode

Direct Mapping allows you to change how PS3/Xbox game controller buttons are mapped to the keyboard - directly from the keyboard and controller. For example, you can map a controller button to the spacebar. For default mappings see *Keyboard Map*, page 11.

To enter Direct Mapping mode:

1. From the game controller connected to the KeyMander, press **Select** + **Start** (PS3), or **Back** + **Start** (Xbox) at the same time.



2. Press the **PS** or **Xbox Guide** Button.
3. Press a PS3/Xbox controller button.
4. Press a key on the keyboard to map the controller button to.
5. **Single Beep** - Direct Mapping successful.
   Repeat steps 3-4 to continue mapping buttons.
6. Press: **Select** + **Start** (PS3), or **Back** + **Start** (Xbox) to exit.
7. **Double Beep** - Exit Direct Mapping successful.

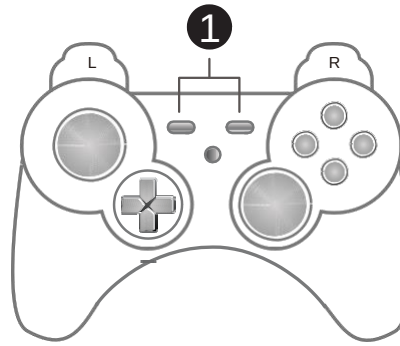
Note: Direct Mapping changes are not permanently saved to a Profile.

Mouse Sensitivity Mode

Mouse Sensitivity allows you to change the *Aim/Look* and *ADS* sensitivity of the mouse using the PS3/Xbox game controller connected to the KeyMander. For more information on mouse sensitivity see *Mouse Movements*, page 32.

To enter Mouse Sensitivity mode:

1. From the game controller connected to the KeyMander, press **Select** + **Start** (PS3), or **Back** + **Start** (Xbox) at the same time.



2. To adjust **Aim/Look** sensitivity - use the **Direction Up** (more sensitive) or **Direction Down** (less sensitive) buttons on the PS3/Xbox controller.

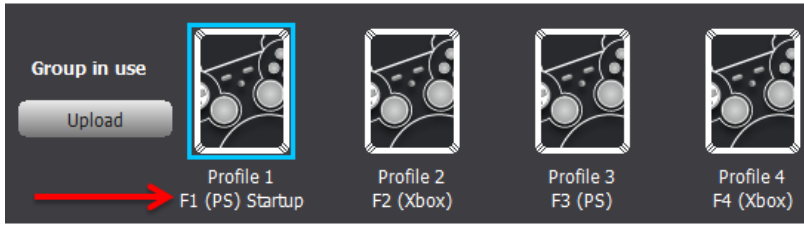
3. To adjust **ADS** sensitivity - use the **Direction Left** (more sensitive) or **Direction Right** (less sensitive) buttons on the PS3/Xbox controller.

4. Press **Select** + Start (PS3), or **Back** + **Start** (Xbox) at the same time to exit.
5. **Double Beep** - Exit Mouse Sensitivity successful.

Note: These changes are not permanently saved to a Profile.

Switch Profile

*Profile Selection Hotkey*s are assigned to profiles when they are created with the KeyMander software (see *Creating Profiles*, page 26). You can switch Profiles during gameplay using the *Profile Selection Hotkeys* **[F1]** ~ **[F8]**. The *Profile Selection Hotkey* is found under each profile, as shown here:



To switch profiles, press the *Profile Selection Hotkey* assigned to the profile. A single beep will alert you that the profile has changed. **[F1]**: Default PS3Controller Profile. **[F2]**: Default Xbox Controller Profile.

Keyboard / Controller Mode

Use **[F9]** to switch between Keyboard Mode and Controller Mode.

Keyboard Mode allows you to use the keyboard to type during gameplay - for chatting or typing information that requires text.

Controller Mode is for normal gameplay with the keyboard.

Pressing **[F9]** switches modes:

Single Beep - Controller Mode ON

Double Beep - Keyboard Mode ON

Turbo Mode

Use **[F10]** to turn Turbo Mode on or off.

Turbo Mode on: All controller buttons set with Turbo will work (see *Turbo*, page 41), and the orange Turbo LED lights up.

Pressing **[F10]** switches:

Single Beep - Turbo Mode ON

Double Beep - Turbo Mode OFF

Macro Mode

Use **[F11]** to turn Macro Mode on or off.

Macro Mode on: Macros will execute when the command key is pressed (see *Macros*, page 42). The default is Macro mode off.

Pressing **[F11]** switches:

Single Beep - Macro Mode ON

Double Beep - Macro Mode OFF

Play Mode

Use **[F12]** to turn Play Mode ON or OFF.

Play Mode allows you to use a laptop for gameplay. For instructions on using a laptop for gameplay - see *Laptop Setup*, page 8.

Play Mode on: Keyboard use on the laptop is locked out and the keyboard signals are sent to the game console. The default is Play Mode off.

Pressing **[F12]** switches modes:

Single Beep - Play Mode on

Double Beep - Play Mode off

Note: With Play Mode on you can use a keyboard connected to the Keyboard Port, but it's [F12] key will not turn Play Mode off.

Chapter 4
KeyMander Software

Overview

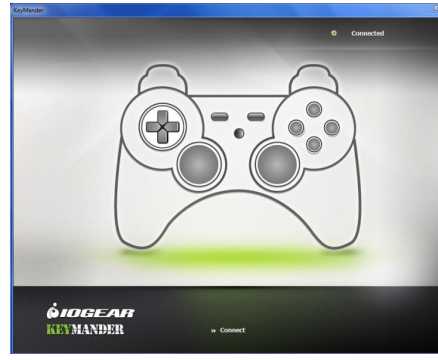
The KeyMander software allows you to configure custom keyboard and mouse settings for use on your PS3/Xbox game console. This chapter explains how to use the KeyMander software, in four sections:

- Downloading & Connecting the KeyMander Software
- Software Overview
- Profiles and Groups
- Customizing Controls

Downloading Software

To download the KeyMander software, do the following:

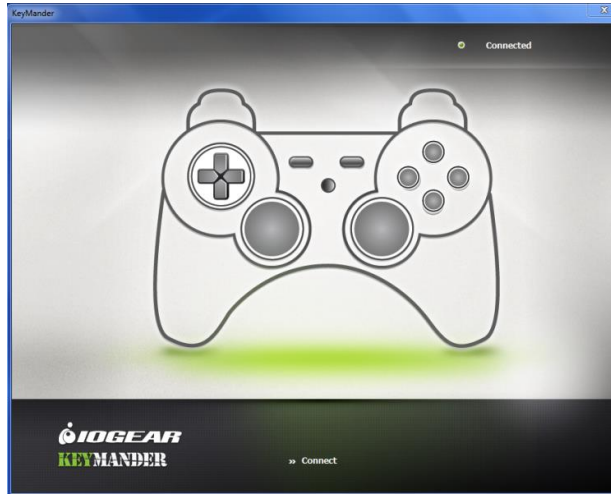
1. Go to: **www.IOGEAR.com**/software/GE1337P/
2. Select the KeyMander software link to begin the download.
3. Once the download is completed, unzip the file to your hard drive.
4. Drag the application icon to the desktop or to a desired file folder.
5. Launch the software by double clicking on the KeyMander icon.



Connecting the KeyMander Software

To connect the KeyMander to the KeyMander Software:

1. Connect the KeyMander to the computer and open the KeyMander software:



2. **Connected** should appear at the top right corner. If **Disconnected** appears see steps 6~7 of *Connecting Hardware*, page 6.

3. Click **Connect** and the main page appears:

KeyMander Interface

This is the main page of the KeyMander software. The table below provides a brief description of each section.

#	Name	Description
1	Groups	This section lists the **Groups**. A **Group** stores up to 8 Profiles. **Group in Use** is the active Group of profiles on the KeyMander.
2	Profile	A **Profile** is a unique keyboard and mouse configuration. All Profiles are saved in a Group. Click *New* under the **Profile** menu to create a Profile.
3	Upload Button	This button uploads a Group to the **Group in Use**. **Group in Use** Profiles are active for use. When you **Upload** a Group it over-writes the current **Group in Use**. You can **Edit** the **Group in Use** Profiles, but if another Group is uploaded, all the changes are lost.

#	Name	Description
4	Menu	Click **Menu** to display the options: **System Setting**: *Keyboard Mapping:* Select the keyboard type you're using (Default: US 104-Key) *Menu Language:* Select the language you would like to use for the software interface. *Beeper*: Select **On** to sound a beep when a change is successful or unsuccessful. **Upgrade Firmware**: Click to start the firmware upgrade process. **Import Profile**: Import a previously saved profile. **Export Profile**: Export the select profile. **Import All**: Import a previously saved configuration file. **Export All**: Export all the current KeyMander configuration data as a *.conf file. **Help**: Displays *Software Version, Firmware Version, and Copyright* of the KeyMander.
4	Play Mode (F12)	When using a laptop, click **Play Mode** to send all keyboard signals to the PS3/Xbox for game play. In Play Mode the keyboard won't work on the laptop. Click **Play Mode (F12)** or press **[F12]** to exit Play Mode (See *Play Mode*, page 18, for details)
5	Group Menu	The Group Menu allows you to: **New**: Create a Group. **Copy**: Create a Group by copying an existing Group. **Delete**: Delete a Group. Groups are named *Group 1, Group 2, Group 3*, etc. by default.
6	Profile Menu	The Profile Menu allows you to: **Startup**: Set a default startup Profile for the Group. **New**: Create a keyboard/mouse configuration profile. **Edit**: Make changes to an existing Profile. **Delete**: Remove a Profile from a Group. **Copy/Paste**: Select a Profile, click **Copy**, then select and **Paste** a copy into a new Group.

Software Overview

To use the KeyMander software:

1. Create a **Profile** for your keyboard/mouse settings. The **Profile** is saved in a **Group**.
2. **Upload** the Group to the **Group in Use**.
3. Select a **Profile** to use from the **Group in Use**.
4. Use the keyboard and mouse settings with your PS3/Xbox game console.

Detailed instructions for profiles, groups, and uploading are found on the pages that follow.

Profiles & Groups

The main page of the KeyMander software is used to create **Profiles** and **Groups**. A **Profile** is a unique keyboard/mouse configuration that is created and saved in a **Group**. Each Profile has custom settings for your keyboard and mouse. A **Group** (of profiles) is uploaded to the **Group in Use** - one at a time. Group in Use profiles can be selected for use during gameplay.

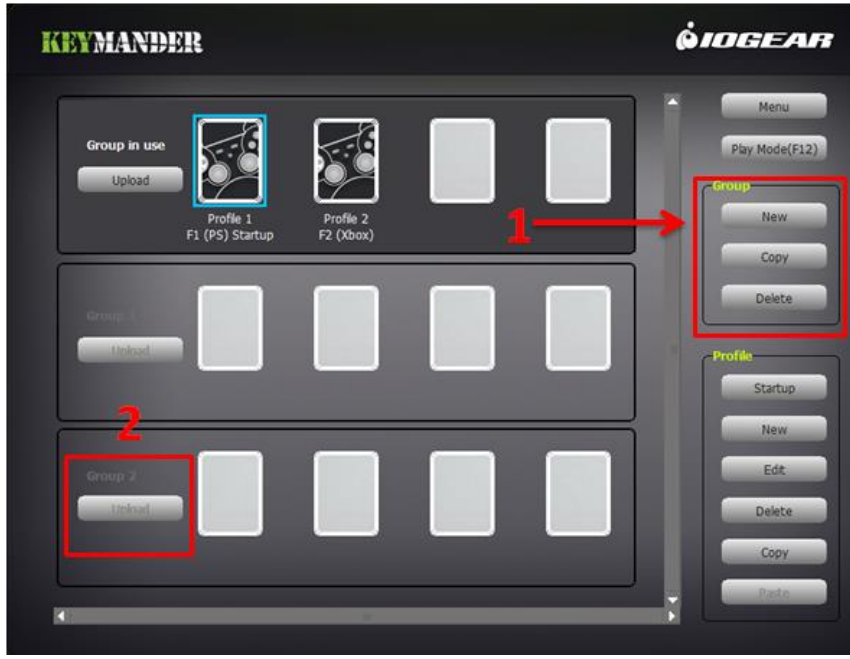
The following sections explain how to create **Groups** and **Profiles**, how to upload a **Group** to the **Group in Use**, and how to select a **Profile** for use. To configure the keyboard and mouse settings, see *Customizing Controls*, page 30.

Creating Groups

Groups are used to store **Profiles**. Groups are named *Group 1*, *Group 2*, *Group 3*, etc. by default. You can create up to 31 groups.

To create a Group:

1. Click **New** under the *Group* menu, as shown here:



2. A new **Group** appears on the left, as shown above.

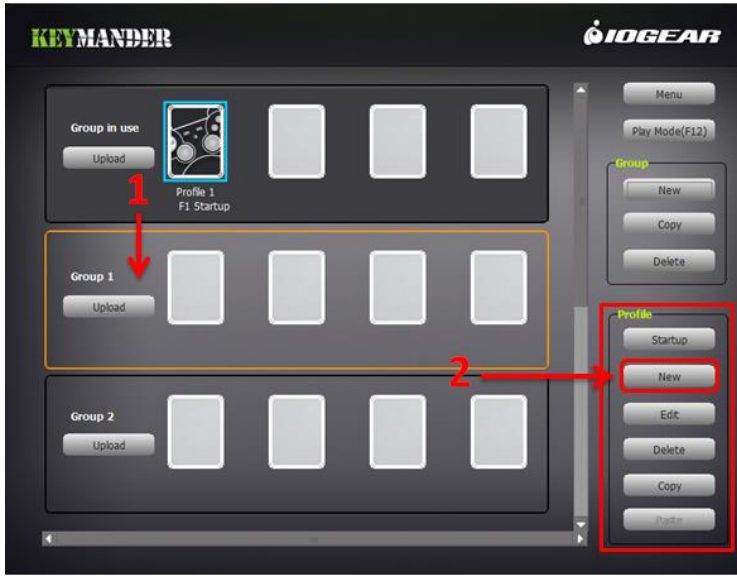
Note: Select a Group and click **Copy** to create a duplicate of any Group.

Creating Profiles

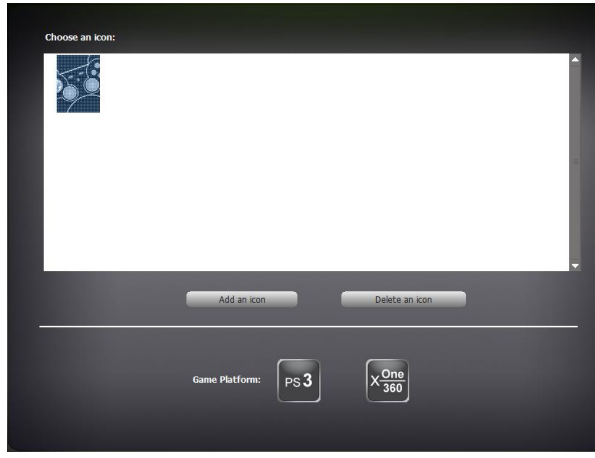
A **Profile** is a custom keyboard/mouse configuration that is saved in a **Group**.

To create a Profile for your keyboard/mouse settings:

1. Select a **Group** for the Profile:

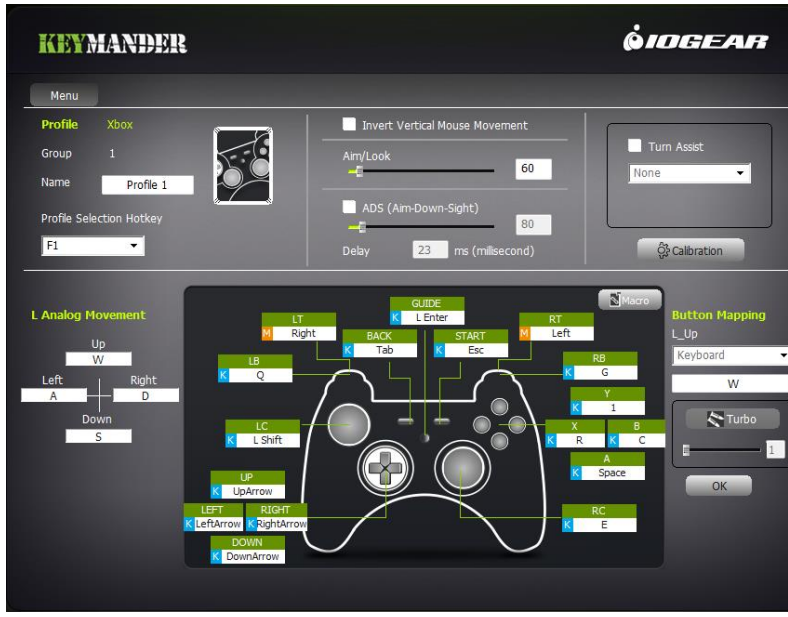


2. Click **New** or double click an empty slot, as shown above.
3. The *New Profile* screen appears. Choose the default **Icon** or you can **Add an Icon** (*.bmp, *.jpeg, *.gif, *.png) to use for the profile.



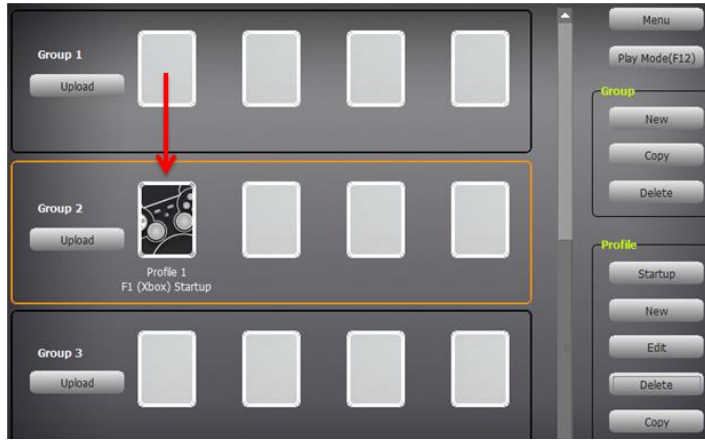
4. Click on PS3 or X360 to select the game platform.

5. The *Key Mapping Editor* appears allowing you to configure the keyboard and mouse settings.



Note: Information about this screen is found on page 30.

6. Click **X** to close and save. The **Profile** is added to the Group:



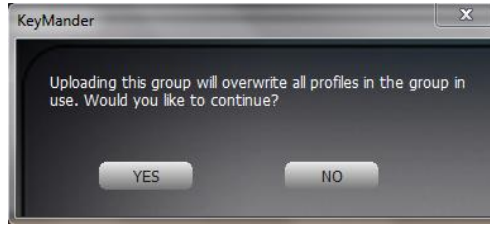
Uploading to Group in Use

A Group needs to be uploaded to the **Group in Use,** so you can select a Profile to use for your keyboard and mouse settings. **Group in Use** is the active Group of Profiles you can select from.

To **Upload** a Group and select a Profile:

1. Select a **Group**, and click **Upload**.

2. Click **YES** to over-write the Group in Use.



Note: You can save the Group in Use first, by selecting *Group in Use* and clicking **Copy**.

3. The uploaded Group appears in the **Group in Use**, as shown here:

The Blue box indicates the **Startup** Profile for the Group.

4. Click to select a **Profile** to use:

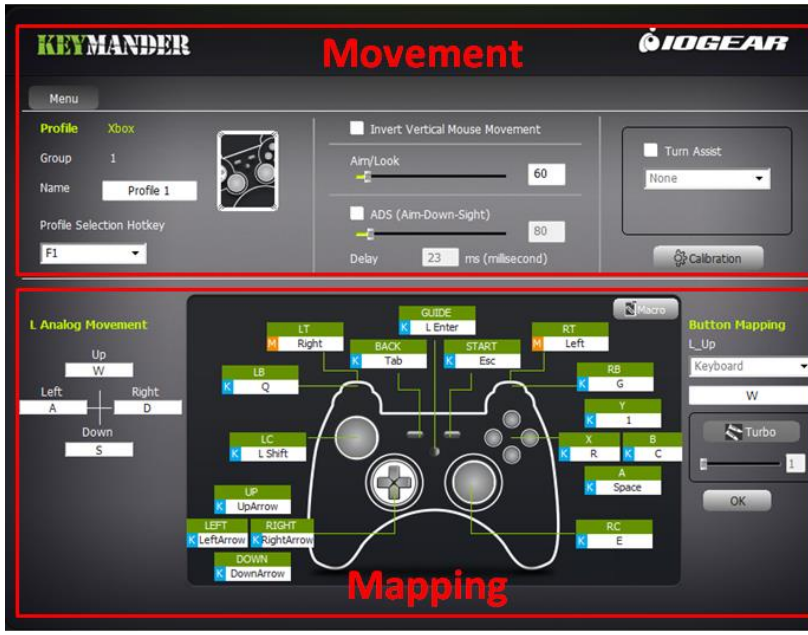
An Orange box around a Profile means it's selected for use.

5. After a Group has been successfully uploaded, a time stamp will appear under the Upload button, as shown above. A **Star** denotes the most recent group that has been uploaded to the KeyMander.

Customizing Controls

This section explains how to configure the keyboard and mouse controls of a profile with the **KeyMander Editor**. To get to the KeyMander Editor screen- create a new **Profile**, or double click a **Profile** from the main screen.

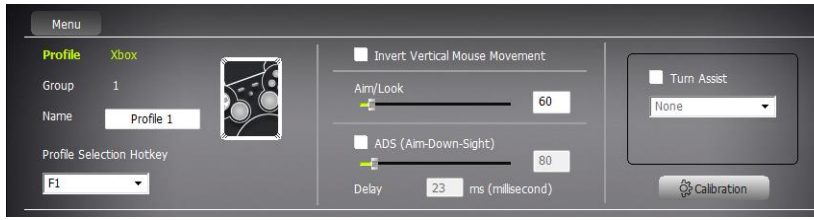
The instructions are split into the **Movement** and **Mapping** Sections of the **KeyMander Editor**, as shown below:



The **Movement** section is for profile and mouse settings. The **Mapping** section is for controller to keyboard/mouse mappings, turbo settings, and macro setup.

Movement Section

The **Movement** section of the **KeyMander Editor** screen has 4 sections: **Profile**, **Mouse Movement**, **Turn Assist**, and **Calibration**, all discussed below.



Profile

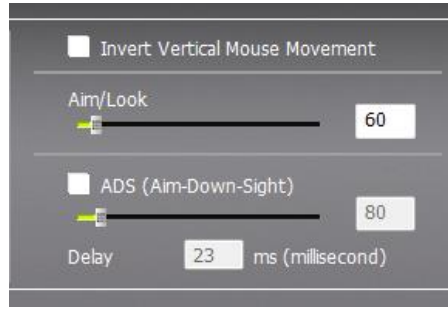
The Profile section allows you to view and change details of the Profile.

Name	Details
Menu	Click **Menu** to display the options: **New Profile**: Creates a new Profile. **Save Profile**: Saves changes made to this Profile. **Save As Another Profile**: Saves changes when a new Profile name is typed in the **Name** box. **System Setting**: *Keyboard Mapping:* Select the keyboard type you're using (Default: US 104-Key). *Menu Language:* Select the language you would like to use for the software interface. *Beeper*: Select **On** to sound a beep when a change is successful or unsuccessful. **Help**: Displays *Software Version, Firmware Version,* and *Copyright* of the KeyMander.

Name	Details
Group	Displays the name of the Group that the Profile is in.
Name	This box displays the Profile name and allows you to change it. After changing it click **OK**, or **Save As Another Profile** from the drop-down *Menu*.
Profile Selection Hotkey	Every Profile is assigned a unique *Profile Selection Hotkey* (F1~F8). The hotkey is used from the keyboard to quickly switch between **Profiles** in the **Group in Use**.

Mouse Movements

This section allows you to set how the mouse responds during game play.



Name	Details
Invert Vertical Mouse Movement	This reverses the up/down movements of the mouse. So that pushing the mouse forward causes a down movement, and pulling the mouse back causes an up movement.
Aim/Look	The Aim/Look sensitivity bar sets how quick or slow mouse movements respond. The higher the number the more loose the movements will feel and the lower the number the more tight the movements will feel. **Aim/Look** is the normal view as your character walks around during game play.
ADS (Aim Down Sight)	The ADS sensitivity bar sets how quick or slow the mouse movements respond when you *Aim Down Sight*. The higher the number the more loose the movements will feel. The lower the number the more tight the movements will feel. **ADS (Aim Down Sight**) is the view when you zoom-in or look through a scope during first person shooting games.
Delay	Delay sets the amount of time it takes to switch between **Aim/ Look** and **ADS (Aim Down Sight)**, or a normal view to Zooming-in with a scope and back again.

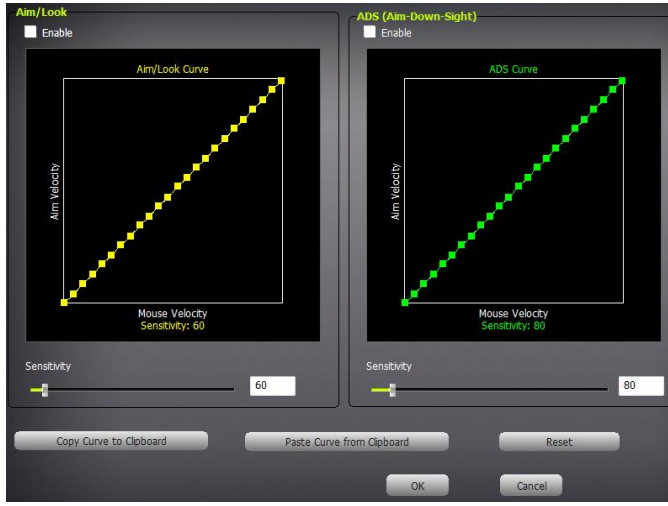
Turn Assist

Turn Assist helps you continue long mouse movements without having to move the mouse. Turn Assist works by holding down the Turn Assist **Button** and moving the mouse. The turn continues automatically until you let go of the Turn Assist **Button**. Select a device and assign the Turn Assist **Button**.

Device	Turn Assist Button
Keyboard	Enter a key you want to use as the Turn Assist button.
Mouse	Select a Mouse function to use as the Turn Assist button.
Joystick	Select a button 1~12 to use as the Turn Assist button.
None	No Turn Assist device assigned.

Calibration

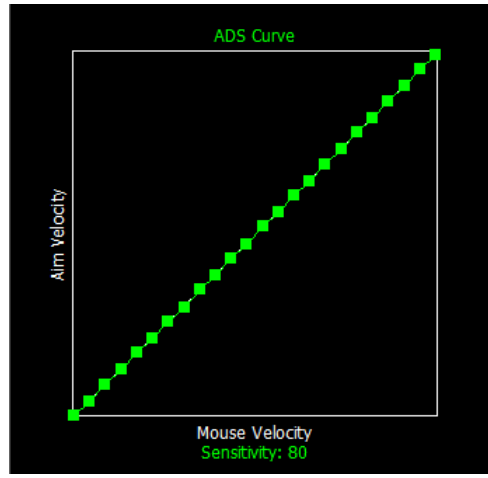
Calibration allows you to adjust the relationship between **Mouse Velocity (**physical mouse speed) and **Aim Velocity (**on-screen speed). Click and drag any point of the curve to make adjustments.



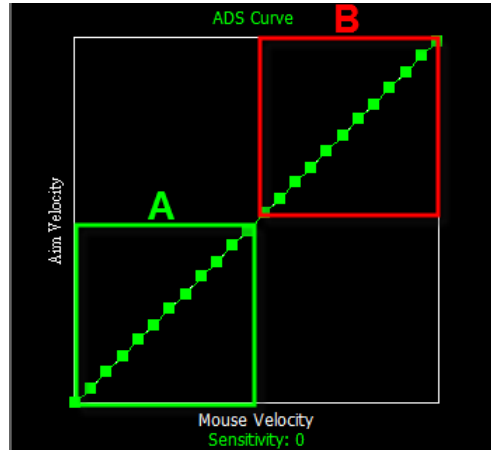
Function	Description
Aim/Look	Aim/Look is the adjustment of on-screen movements during normal game play, when the view is not zoomed-in.
ADS (Aim-Down-Sight)	ADS (Aim-Down-Sight) is the adjustment of on-screen movements during game play when the view-mode is zoomed-in; such as when you are looking through a scope.
Curve	The Curves are used to fine tune how on-screen movements will respond to actual physical mouse movements. The default is a 1:1 ratio. Adjustments can limit movements, stretch movements, and increase or decrease relative movements.
Sensitivity	Sensitivity adjusts how loose or tight mouse movements are during play.
Copy Curve to Clipboard	After customizing the Curve you can copy your adjustments and save them to a text document. **Note**: Many sites on the internet share and discuss custom curves.
Paste Curve from Clipboard	Paste a saved Curve copied from a text file here. **Note**: Many sites on the internet share and discuss custom curves.
Reset	Resets the Curve back the default values.

Curve

The Curve shows the relationship between **Mouse Velocity** (physical mouse speed) and **Aim Velocity** (on-screen speed). When the physical mouse and on-screen speed are the same, the curve looks like this:



Mouse Velocity increases from left to right and **Aim Velocity** bottom to top. A perfect diagonal line means the mouse and on-screen speeds match. As you adjust the curve up and down, the relationship between physical mouse speed and on-screen speed changes. Two sections represent different movements:



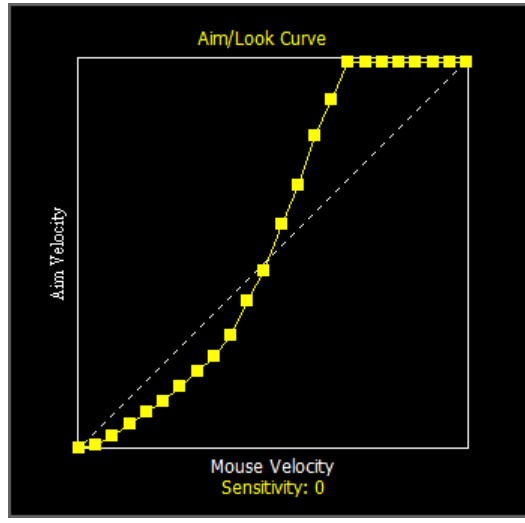
A: Close Aiming Movement **B:** Turning - Long Movement

Pulling the Curve up makes the on-screen movements faster, pulling the Curve down restricts the speed of **A** or **B** - as the physical mouse is moved.

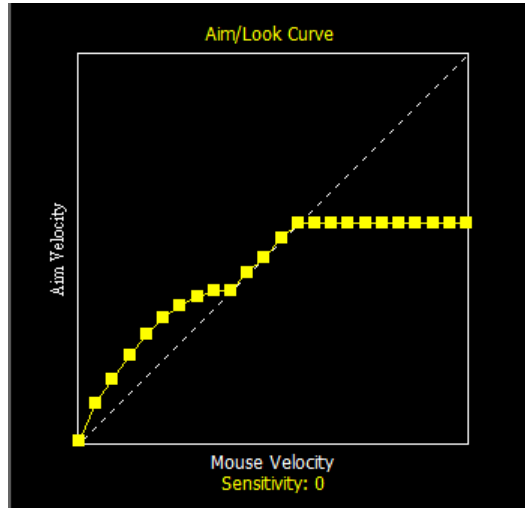
Adjusting the Curve

Adjusting the curve allows you to fine tune turn acceleration or deceleration, tune high/low speeds with limits, and boost velocity. Use the graph points to adjust the curve to suit your needs. Use the examples below to understand how changes to Aiming (**A**) and Turning (**B**) movements affect game play:

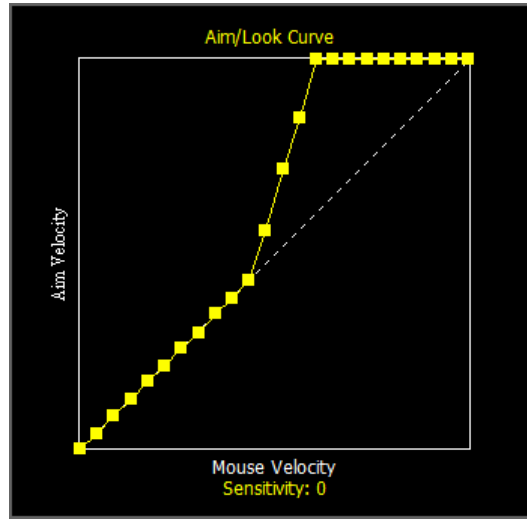
Low Aim Speed (A) / High Turn Speed (B):



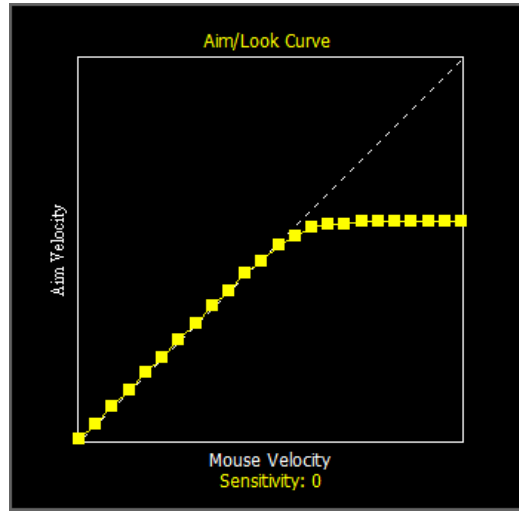
Increase Thrust of Aiming (A) / Prevent High Turn Speed (B):



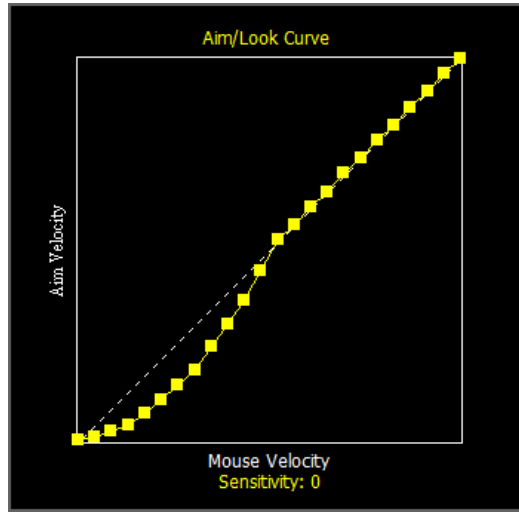
Normal Aim Speed (A) / Increasing - High Turn Speed (B):



Normal Aim Speed (A) / Prevent High Turn Speed (B):



Decrease Aim Speed (A) / Normal Turn Speed (B):

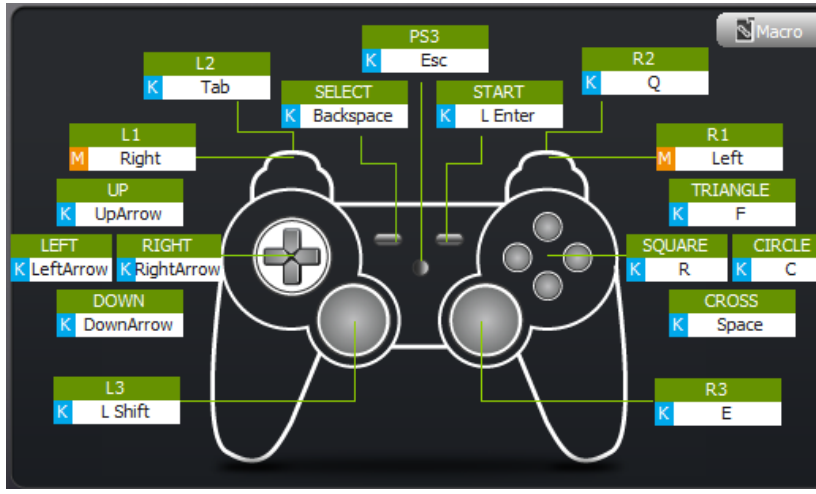


Mapping Section

The **Mapping** section of the **KeyMander Editor** screen is used for *Mapping* the PS3/Xbox controller buttons to the keyboard, setting *Turbo*, and creating *Macros*.

Mapping

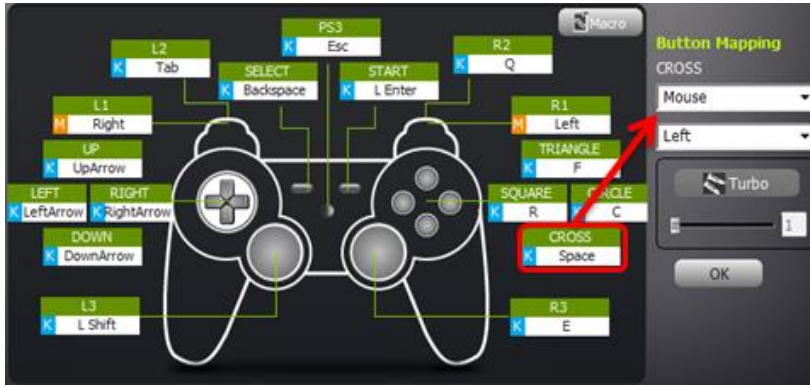
Each PS3/Xbox controller button can be mapped to a keyboard, mouse, or joystick. Each controller button has a box: Dark Blue displays the controller button, White the key mapping, and Light Blue **K, M,** or **J** displays the device it's mapped to: Keyboard , Mouse, or Joystick.



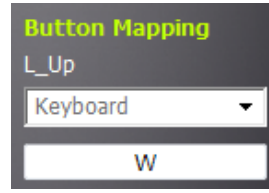
Quick Map: Click a button's box, press a key on the keyboard, and click **OK** to map that controller button to a key on your keyboard. Mapping instructions are provided on the next page.

Mapping a controller button to the keyboard:

1. Click on a controller button's box and Press a key on the keyboard:

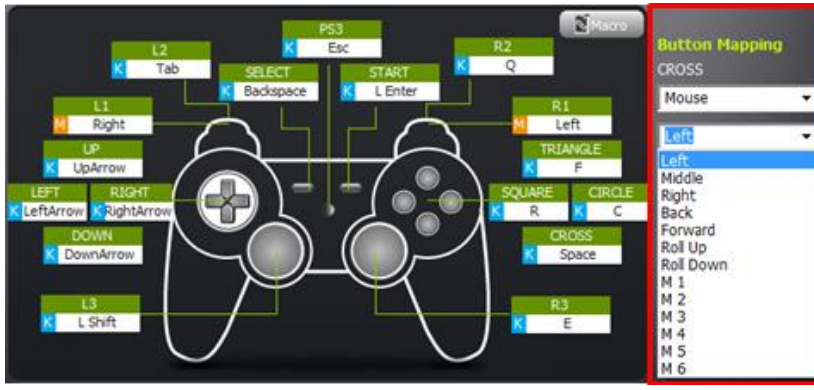


2. The *Button Mapping* displays the key you pressed:



3. Click **OK** to save.

4. You can also use the *Button Mapping* drop-down menu to select other devices and buttons to map to:

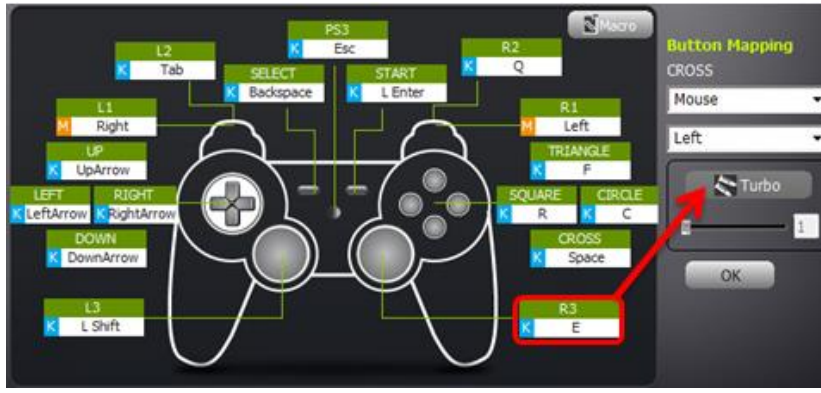


Turbo

Turbo allows continuous rapid fire of a controller button. You can enable or disable turbo on any controller button and set the level (1~3) of rapid fire intensity. *Turbo Mode* **[F10]** must be on for turbo buttons to work (see *Turbo Mode*, page 17).

Setting Turbo:

1. Click a controller button's box, then click **Turbo**:



2. Set the level (1~3) of rapid fire you want to use:

Clicking **Turbo** enables/disables turbo for the controller button. You can only slide the bar when turbo is enabled.

3. Click **OK** to save**.**

Macros

Macros are a way to set multiple controller actions into a single key or mouse click. For example you can set: "**UP, UP, DOWN, LEFT, RIGHT, X, O**" to execute by pressing the **[Y]** key. You can set combos within macros, where multiple buttons are pushed at the same time such as: "**X+O,"** or "**R3+L3+R2**". Each macro can have up to 16 controller actions.

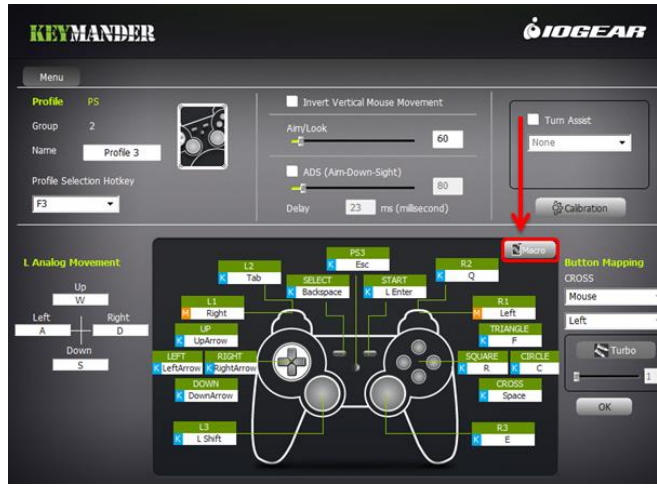
Macro Mode **[F11]** must be on for Macros to run (see *Macro Mode*, page 18).

Function	Description
Select a Button for the Command	The controller image allows you to click the controller buttons to enter them into the Macro Command box.
Macro Command	This is where your macro commands appear when you click the controller image, enter up to 16 commands. **Combo (A+B)**: Use this button to combine two or more controller buttons - that are pressed at the same time. **Backspace**: If you make a mistake, use this button to delete the previous command. **Note:** Combos are not considered a single command.
Macro Key	The Macro Key is a *key* or *button* used to execute the macro during gameplay. Select a device and choose the key or button to use: **Keyboard**: Press a key from the keyboard. **Mouse**: Select a button from the drop-down menu. **Joystick**: Select a button from the drop-down menu.
Save	After you enter the Macro Command and select its Macro Key, click **Save** and the command will appear in the Command list.

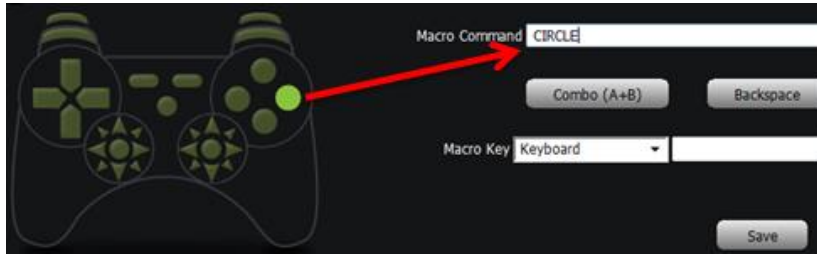
Function	Description
Command List	Lists the saved macro commands. Use the radio button to select a command for editing or deleting.
Key	Lists the macro key used to run a command. Use the button to select a key for editing. **Note:** The key must be changed in the *Macro Key* box.
Delete	Select a radio button and click **Delete** to remove the macro.

Creating Macros:

1. Click the **Macro** button.



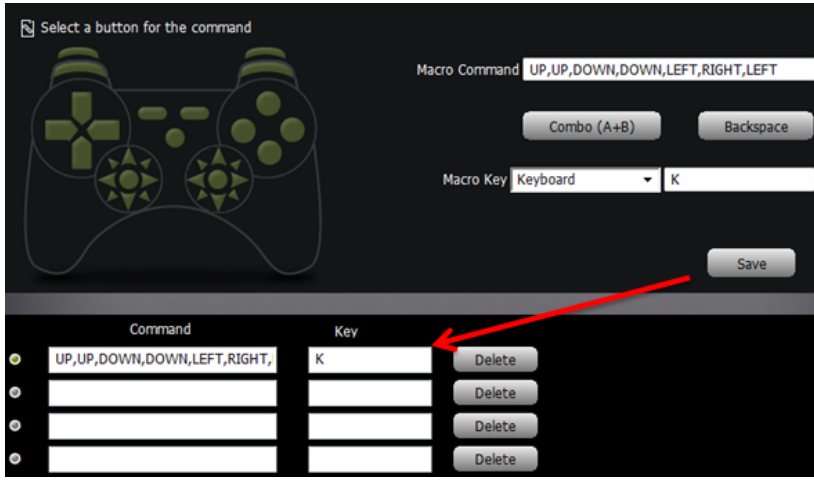
2. Click the controller image to add buttons to the macro. They appear in the **Macro Command** box:



3. To create a combo click **Combo (A+B)** between the controller buttons you want to combine.

4. Single button and button combos can be added in any order with a maximum of 16 commands.
5. From the *Macro Key* drop-down menu, select **Keyboard**, **Mouse**, or **Joystick**:

6. Press a **key** or select a **button** from second *Macro Key* box to use to execute the macro command.
7. Click **Save.** The macro appears in the *Command* list:



Appendix

Safety Instructions

General

- This product is for indoor use only.
- Read all of these instructions. Save them for future reference.
- Follow all warnings and instructions marked on the device.
- Do not place the device on any unstable surface (cart, stand, table, etc.). If the device falls, serious damage will result.
- Do not use the device near water.
- Do not place the device near, or over, radiators or heat registers.
- The device cabinet is provided with slots and openings to allow for adequate ventilation. To ensure reliable operation, and to protect against overheating, these openings must never be blocked or covered.
- The device should never be placed on a soft surface (bed, sofa, rug, etc.) as this will block its ventilation openings. Likewise, the device should not be placed in a built in enclosure unless adequate ventilation has been provided.
- Never spill liquid of any kind on the device.
- Unplug the device from the wall outlet before cleaning. Do not use liquid or aerosol cleaners. Use a damp cloth for cleaning.
- The device should be operated from the type of power source indicated onthe marking label. If you are not sure of the type of power available, consult your dealer or local power company.
- To prevent damage to your installation it is important that all devices are properly grounded.
- Do not allow anything to rest on the power cord or cables. Route the power cord and cables so that they cannot be stepped on or tripped over.
- To help protect your system from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner, or un-interruptible power supply (UPS).
- Position system cables and power cables carefully; Be sure that nothing rests on any cables.

- Never push objects of any kind into or through cabinet slots. They may touch dangerous voltage points or short out parts resulting in a risk of fire or electrical shock.
- Do not attempt to service the device yourself. Refer all servicing to qualified service personnel.
- If the following conditions occur, unplug the device from the wall outlet and bring it to qualified service personnel for repair.
    - The power cord or plug has become damaged or frayed.
    - Liquid has been spilled into the device.
    - The device has been exposed to rain or water.
    - The device has been dropped, or the cabinet has been damaged.
    - The device exhibits a distinct change in performance, indicating a need for service.
    - The device does not operate normally when the operating instructions are followed.
- Only adjust those controls that are covered in the operating instructions. Improper adjustment of other controls may result in damage that will require extensive work by a qualified technician to repair.

Technical Support

International

For online technical support – including troubleshooting, documentation, and software updates: http://iogear.custhelp.com

North America

Email Support		support@IOGEAR.com
Online Technical Support	Troubleshooting Documentation Software Updates	http://iogear.custhelp.com

When you contact us, please have the following information ready beforehand:

- Product model number, serial number, and date of purchase.
- Your computer configuration, including operating system, revision level, expansion cards, and software.
- Any error messages displayed at the time the error occurred.
- The sequence of operations that led up to the error.
- Any other information you feel may be of help.

Specifications

Function			KeyMander
Connectors	Front	Keyboard	1 x USB Type A Female (White)
		Mouse	1 x USB Type A Female (White)
		Controller	1 x USB Type A Female (White)
	Rear	Game	1 x Mini USB Type A Female (black)
		PC	1 x Mini USB Type A Female (black)
		KB Power	1 x Mini USB Type A Female (black)
Switches	Reset		1 x Semi-recessed Push Button
LEDs	Turbo / *KB Mode		1 (Blue)
	Setting		1 (Blue)
	Power		1 (Blue)
Emulation	Keyboard		USB, Emulation
	Mouse		USB, Emulation
	Controller		USB, Bypass
Power Consumption			5v, W
Environment	Operating Temp.		0–50°C
	Storage Temp.		-20–60°C
	Humidity		0–80% RH, Non-condensing
Physical Properties	Housing		Metal
	Weight		TBD
	Dimensions (L x W x H)		TBD

Limited Warranty

IN NO EVENT SHALL THE DIRECT VENDOR'S LIABILITY EXCEED THE PRICE PAID FOR THE PRODUCT FROM DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THE PRODUCT, DISK, OR ITS DOCUMENTATION.

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